



#### TECHNOLOGY DRIVEN. WARFIGHTER FOCUSED.



## Intelligent Ground Systems Mr. David Thomas 15 April 2008

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maintaining the data needed, and c including suggestions for reducing	election of information is estimated to completing and reviewing the collect this burden, to Washington Headqu uld be aware that notwithstanding ar OMB control number.	ion of information. Send comments arters Services, Directorate for Information	regarding this burden estimate mation Operations and Reports	or any other aspect of the property of the contract of the con	nis collection of information, Highway, Suite 1204, Arlington	
1. REPORT DATE APR 2008		2. REPORT TYPE N/A		3. DATES COVERED		
4. TITLE AND SUBTITLE		5a. CONTRACT NUMBER				
Intelligent Ground Systems				5b. GRANT NUMBER		
				5c. PROGRAM ELEMENT NUMBER		
6. AUTHOR(S)				5d. PROJECT NUMBER		
				5e. TASK NUMBER		
				5f. WORK UNIT NUMBER		
7. PERFORMING ORGANIZATION NAME(S) AND ADDRESS(ES)  Tank Automotive Research, Development & Engineering Center				8. PERFORMING ORGANIZATION REPORT NUMBER		
9. SPONSORING/MONITORING AGENCY NAME(S) AND ADDRESS(ES)				10. SPONSOR/MONITOR'S ACRONYM(S)		
				11. SPONSOR/MONITOR'S REPORT NUMBER(S)		
12. DISTRIBUTION/AVAIL Approved for publ	LABILITY STATEMENT ic release, distributi	on unlimited				
13. SUPPLEMENTARY NO Advanced Planning images.	otes g Briefing for Acade	emia (APBA) Preser	ntation. The origi	nal documen	t contains color	
14. ABSTRACT						
15. SUBJECT TERMS						
16. SECURITY CLASSIFIC	17. LIMITATION OF ABSTRACT	18. NUMBER OF PAGES	19a. NAME OF			
a. REPORT unclassified	b. ABSTRACT <b>unclassified</b>	c. THIS PAGE unclassified	UU	10	RESPONSIBLE PERSON	

**Report Documentation Page** 

Form Approved OMB No. 0704-0188



## Intelligent Ground Systems Overview





#### **Furthering Unmanned Systems Autonomy**

- Unmanned Ground Vehicle Platforms
- Vehicle Intelligence and Control
- Mission Payload Integration
- Embedded Simulation





### Increasing Crew Interface and Control Capabiliti

- Human-Robot Interaction
- Advanced Soldier Machine Interfaces
- Embedded Simulation





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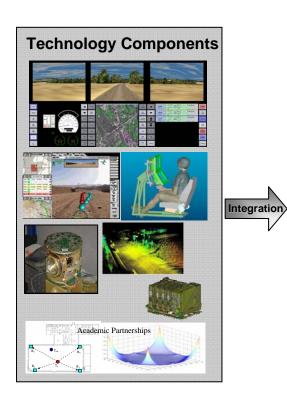


### TARDEC Robotics

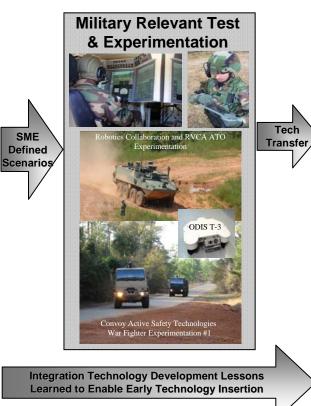


#### **Mission**

Integrate, Explore, and Develop Robotics, Network and Control Components with a Focus on Customer Driven Requirements to Provide Full System Solutions to the War Fighter











## **Enabling Technologies**



## Making the robots work well with others

**Today**: Robots used individually and independently

<u>Vision</u>: Robots that are fully networked and collaborative

Collaborative Unmanned Systems

#### **Making the robots**

<u>Today</u>: Robot operations confined to limited environments

**Vision**: Robots that are able to operate in any environment at any time

#### Making the robots smarter

<u>Today</u>: Human input required to control every aspect of robot

<u>Vision</u>: Robots that are able to think and act intelligently and independently

User Interfaces

#### Making the robots easier to use

**Today:** Robot control requires specialized equipment and training

<u>Vision</u>: Robots that are intuitively easy to command and control

Advanced Platform Design

**Autonomous** 

**Operations** 

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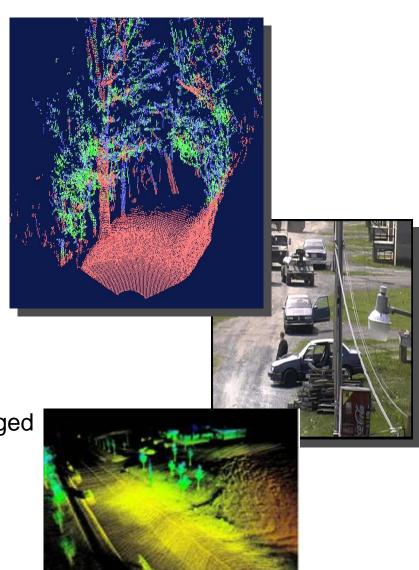


# Unmanned Systems Technology Shortfalls - Perception



#### Research Topics – Potential Shortfalls

- Sensors extended range & resolution
- Sensors all weather sensing/obscurants
- Sensors reduced size
- Software Terrain classification, especially at extended range
- Software Feature classification, especially at extended range
- Software Detection, classification, tracking of moving vehicles, people, & animals from a moving vehicle (object association/partial obscuration)
- Software Detection of moving & stationary people, often partially obscured or camouflaged
- Software Stand-off classification of mud or water – estimate of surface supportability/ trafficability





## Unmanned Systems Technology Shortfalls - Intelligence



#### Research Topics - Potential Shortfalls

#### **Vehicle Intelligence**

- Ability to adapt to changing environment & learn from prior experience or act based upon general guidance
- Ability to project future activity or courses of action by others and plan accordingly
- Ability to understand vehicle health and modify plans accordingly

#### **Tactical Behavior**

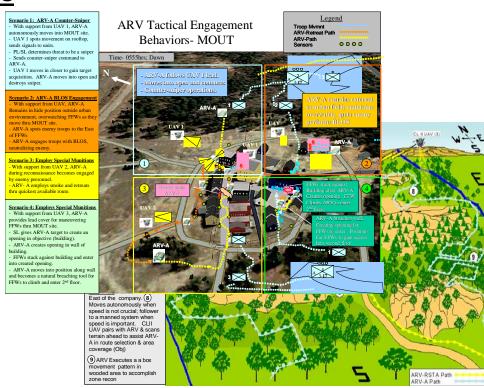
- Mimic the behavior of Soldiers under similar conditions
- Continue autonomous operation during prolonged communications outages
- Self-protection

#### Collaboration

- Shared situational awareness
- Teaming robot/robot and robot/Soldier

#### **Mission Specific Behaviors**

- RSTA
- Force Protection
- Material handling/delivery





## Unmanned Systems Technology Shortfalls - Command and Control



#### Research Topics - Potential Shortfalls

#### **Operator Control**

- Situational awareness of what's going on around the robot/operator intervention
- Scalable interfaces from MGV to dismount
- Operator workload in realistic tactical environments
- Operator span of control
- Alternative control modes (voice/gesture)
- Hands free, heads up display and control

#### **Command Integration**

 Fusion of local situation awareness information with the Common Operating Picture









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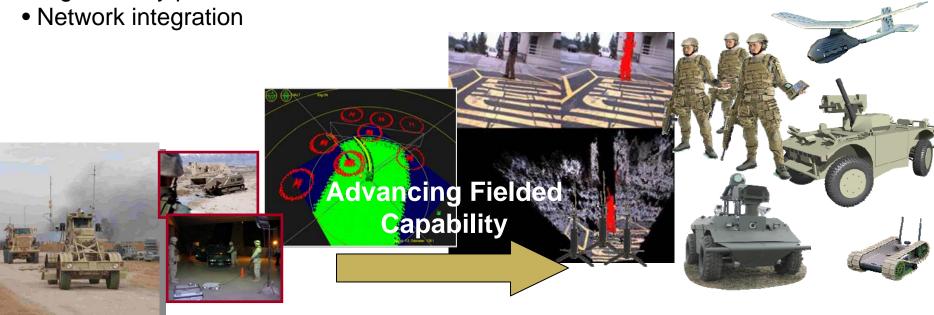


## Systems Shortfalls



#### Research Topics – Potential Shortfalls

- Autonomous Vehicle safety
- Autonomous Weapon safety
- Platform modularity; shape shifting; micro/miniaturization; bio-mimetic; health maintenance/ prognostics/ self-healing;
- Low SWAP, high bandwidth data links
- High density power sources





### Hard On and Off Road Problems



- Very busy environments
- Potholes
- Other vehicles
- Poor lane markings
- Traffic signals
- Pedestrians
- Animals
- Road work

- Deep water
- Very cluttered environments
- Mud, ice, snow, gravel and other traction problems
- Sharp rocks, rebar and curbs
- Tank traps
- Wire, posts and fences
- Hidden hazards, e.g. rocks and holes
- •Fog, dust, smoke, rain



## Examples of what Co-op Students are doing in Intelligent Systems



- Operator Control Units
- Hyperspectral Scene Segmentation
- Head Mounted Display
- Human Detection and Localization
- Novel Platform Development
- Robotic Path Planning

